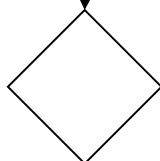


install load listener



set card1 to string of position



[timerStarted = false]

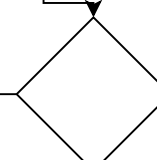
timerStarted = true
timeStarted = Date.now()



undraw Strings on SpanElement

[isEqual]

remove SpanElements
remove Strings from Array
endTurn = true
Timeout 2000ms => endTurn = false



isFirstCard = true



[memorySet [0] == undefined]

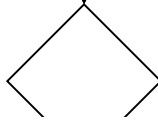
timeEnded = Date.now() - timeStarted
print 'congratulations u finished in
\${Math.Floor(timeEnded/1000)}'



shuffleSet



i: number = 0



[i < 1337]

loc1: number = Math.floor((Math.random() * memorySet.length))
loc2: number = Math.floor((Math.random() * memorySet.length))

